5.1 Entering the Course Information

In this chapter, we will use **"Designing for the Wise",** a STEAM course developed by our partner school, as an example to demonstrate how to apply the Learning Design Triangle (LDT) framework introduced in **Chapter 2** to create a learning design in the Learning Design Studio (LDS).

At the beginning, the LDS guides you to consider some basic course information such as topic, key learning area(s), grade level and lesson time.

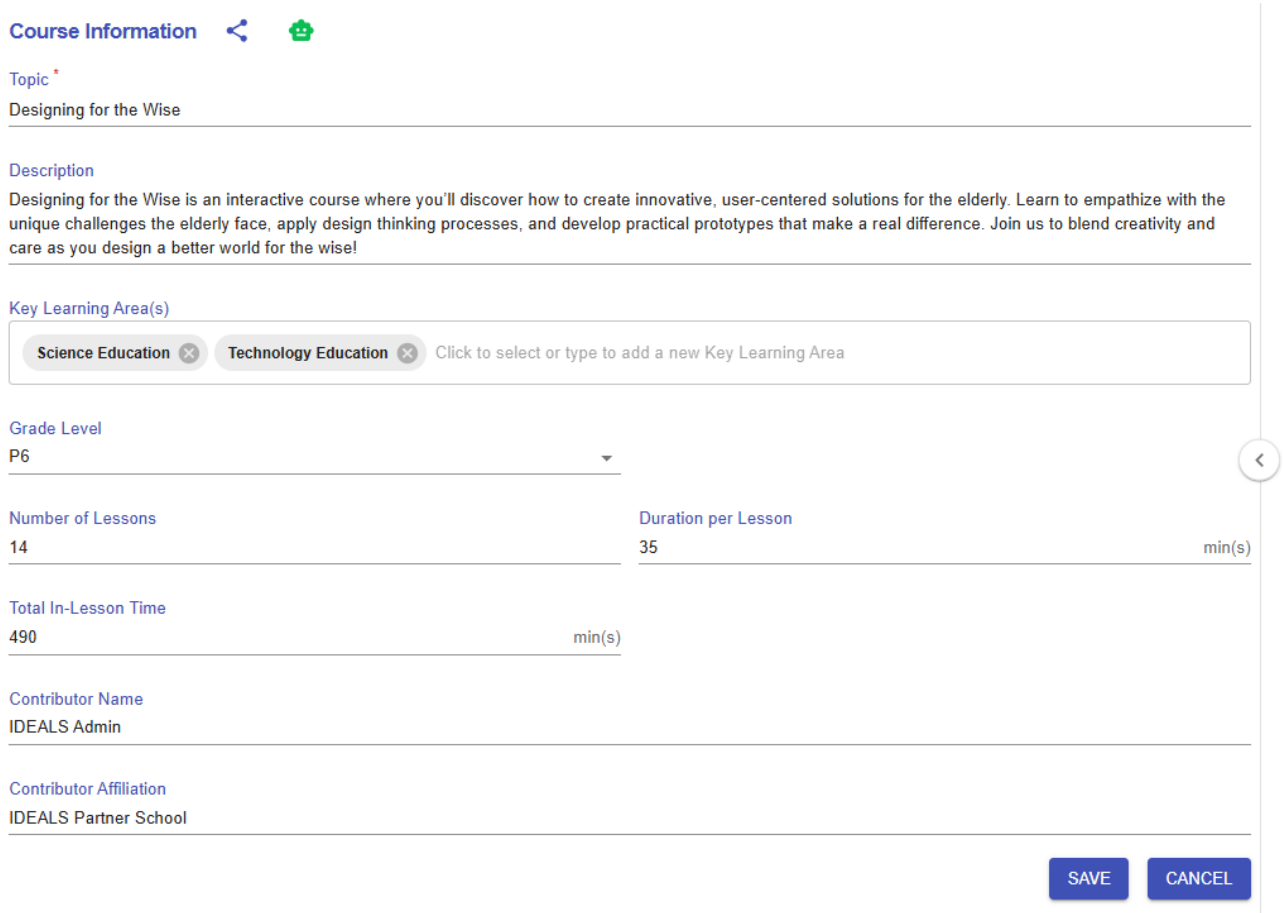


Figure 5.1: Course Information Section

Item	Content
Title	Designing for the Wise
Description	Designing for the Wise is an interactive course where you' ll discover how to create innovative, user-centered solutions for older adults. Learn to empathize with the unique challenges seniors face, apply design thinking processes, and develop practical prototypes

	that make a real difference. Join us to blend creativity and care as you design a better world for the wise!
Key Learning Area(s)	Science Education, Technology Education
Grade Level	P6
No. of Lesson	14
Duration per Lesson	35 mins
Total In-Lesson Time	490mins
Contributor Name	IDEALS Admin
Contributor Affiliation	IDEALS Partner School

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